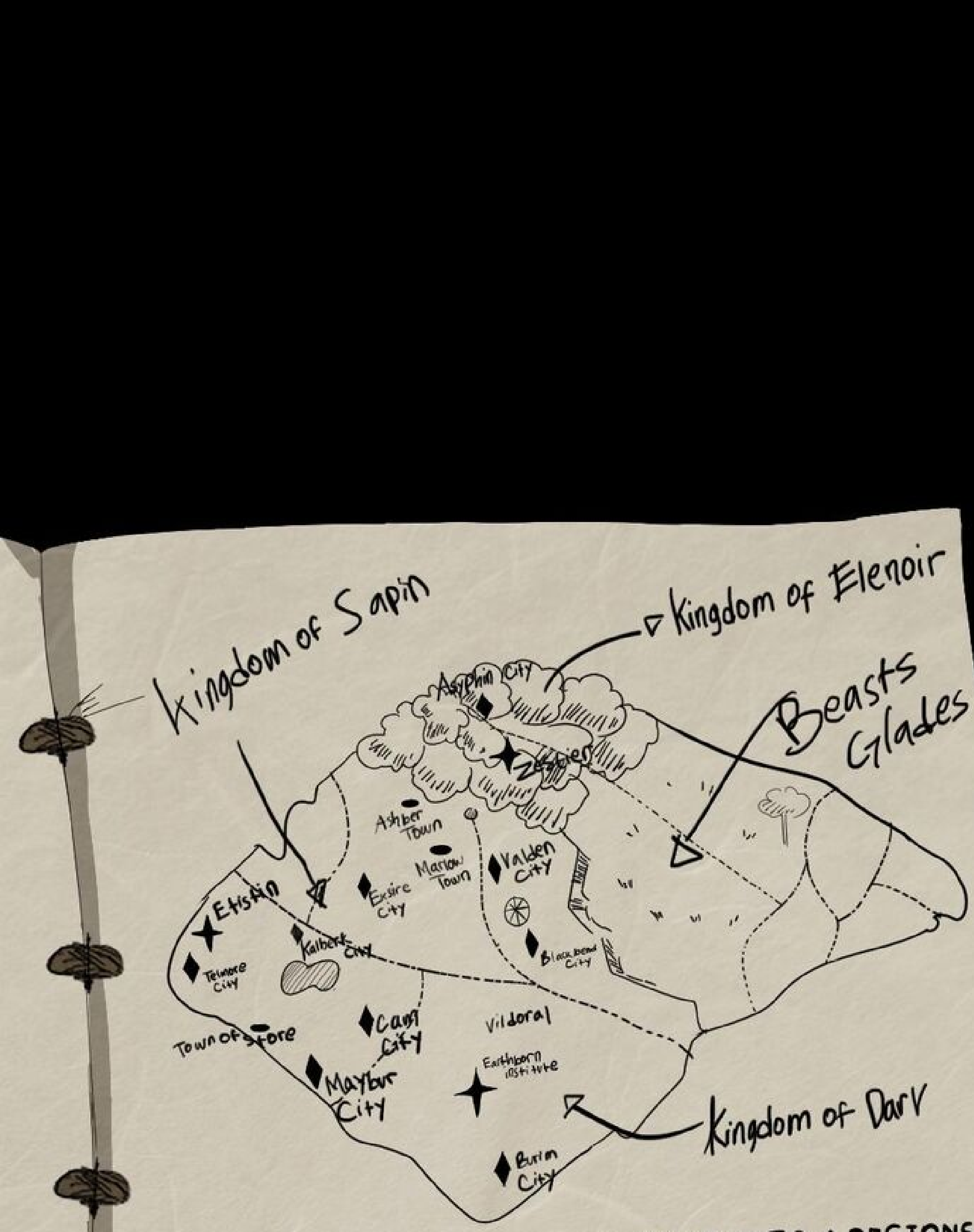
TBATE SEASON 2 EXTRA

ARTHUR'S NOTES

of this world



THE CONTINENT OF DICATHEN IS SPLIT INTO 4 REGIONS

- KINGDOM OF SAPIN (SAY-PIN)
  - Region mostly comprised of humans

- KINGDOM OF ELENOIR (ELLE-N'WAAR)
  - Region comprised of Elves

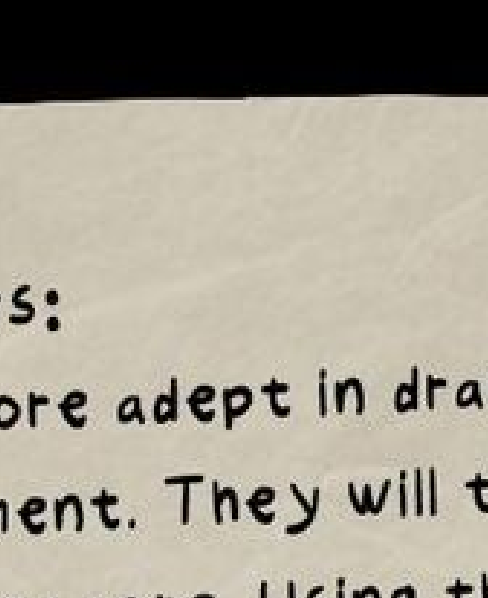
- KINGDOM OF DARV
  - Region comprised of Dwarves

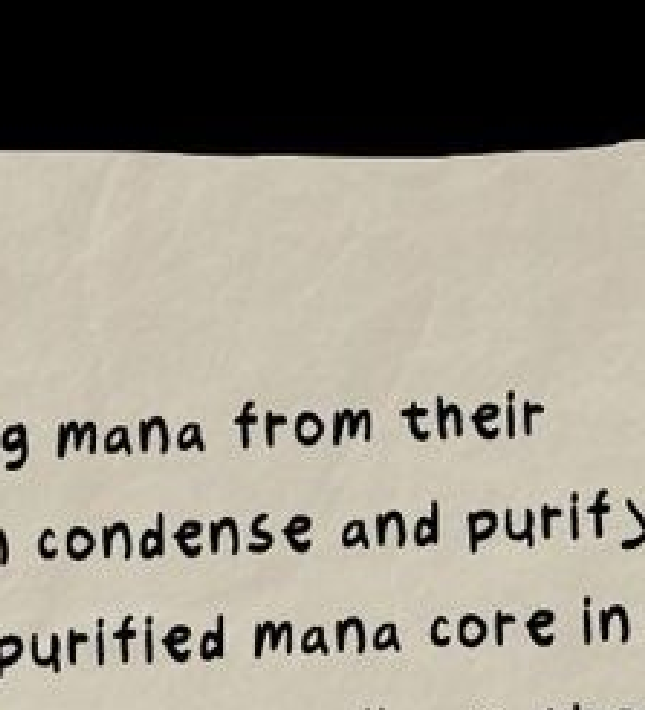
- BEAST GLADES
  - An expansive territory comprised of mana beasts of all levels.

Much of the Beast Glades remain uncharted due to the danger of exploring deeper regions

Conjurers:

Mages more adept in drawing mana from their environment. They will then condense and purify it in their mana core. Using this purified mana core in conjunction with environmental mana allows them to cast spells that have a predetermined effect on the surrounding environment or at a target.

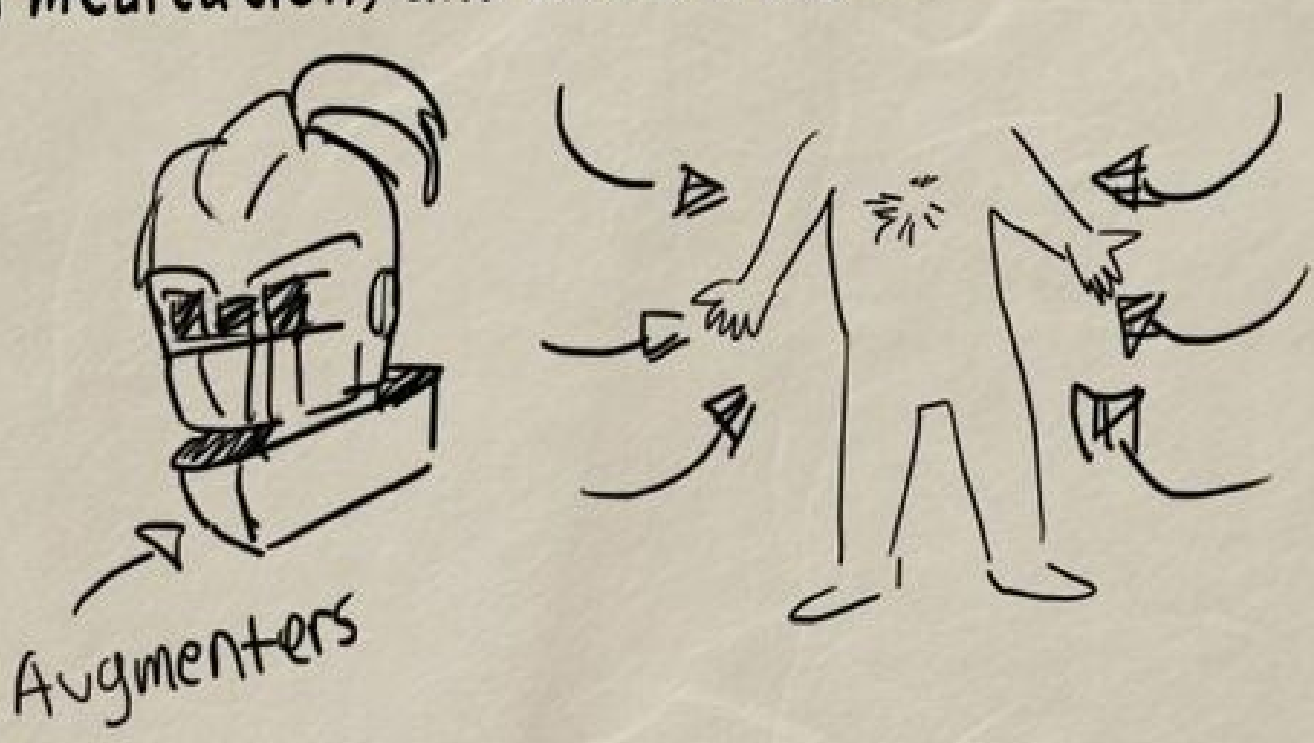




Strengths:
Long distance spells, faster absorption of ambient mana, not as reliant on their own mana core

Weaknesses: slow in distributing mana throughout their body. Spells often take longer to cast and often leaves caster in a vulnerable state.

Augmenter:
Mages more adept at evenly distributing their own mana in order to strengthen their body. While augmenters still rely on strengthening their core by condensing and purifying ambient mana, they do so during meditation, and not during battle.



Strengths:
Strengthened physique, less consumption of mana, body less vulnerable in and out of battle.

Weaknesses:
Have finite amount of mana at their disposal during battle (except for me, who learned Mana Rotation from Sylvia). Most attacks are short in range since the farther you have to project mana, the more mana it costs.

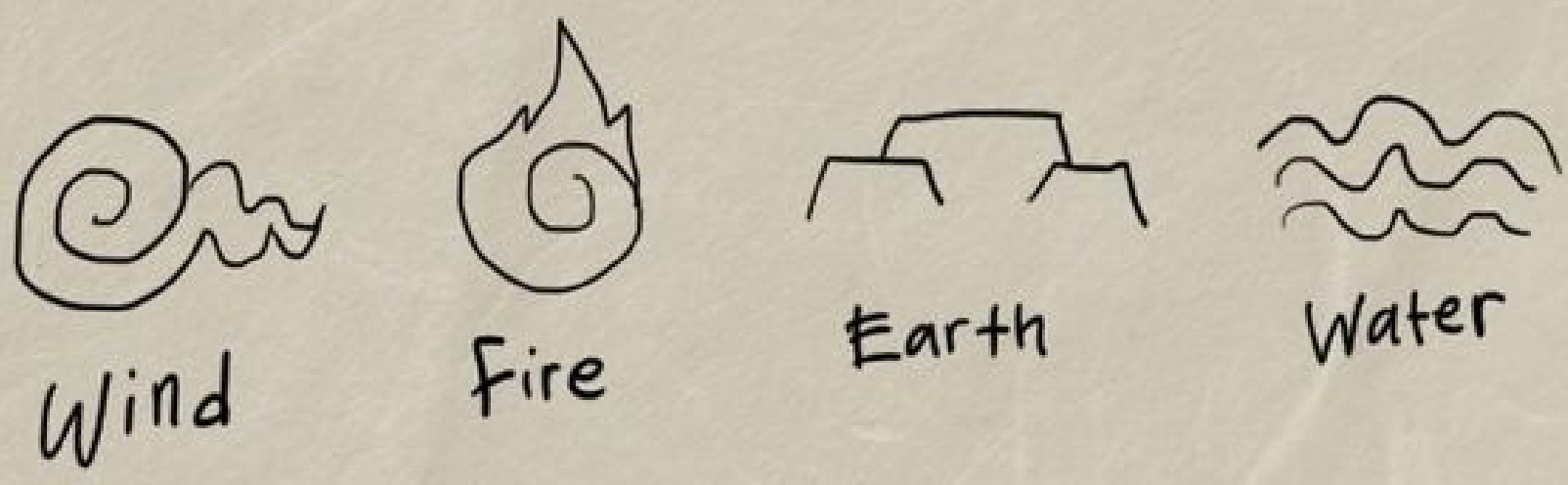
Core stages :

Black → Red → Orange → Yellow → Silver → White

Each color stage is divided into dark, solid, and light stages. This is listed in order of weak-to-strong.

Affinities:
The element(s) that a mage is naturally predisposed to. Meaning, a mage with an affinity to wind might

be able to learn spells or techniques from other elements, but not nearly as well.



Deviant forms:

Humans:

fire

lightning

Earth

Gravity

Water

Ice

Deviant forms:

Gramps

let's go Training!!

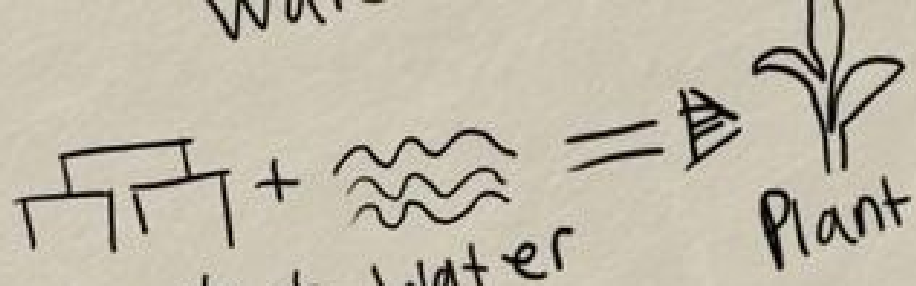
Elves:

Wind

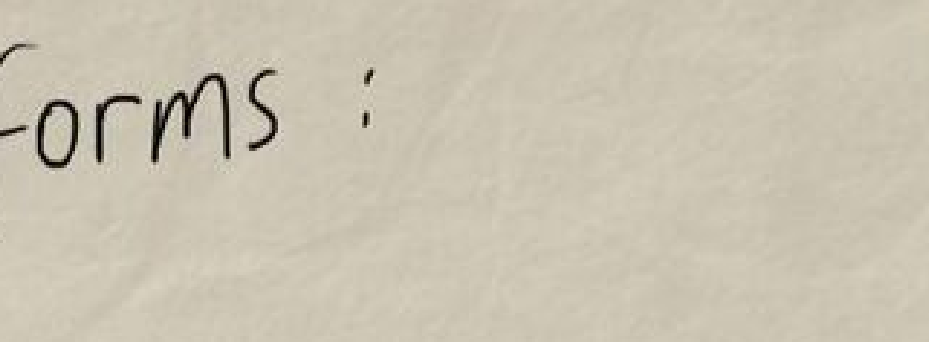
Sound

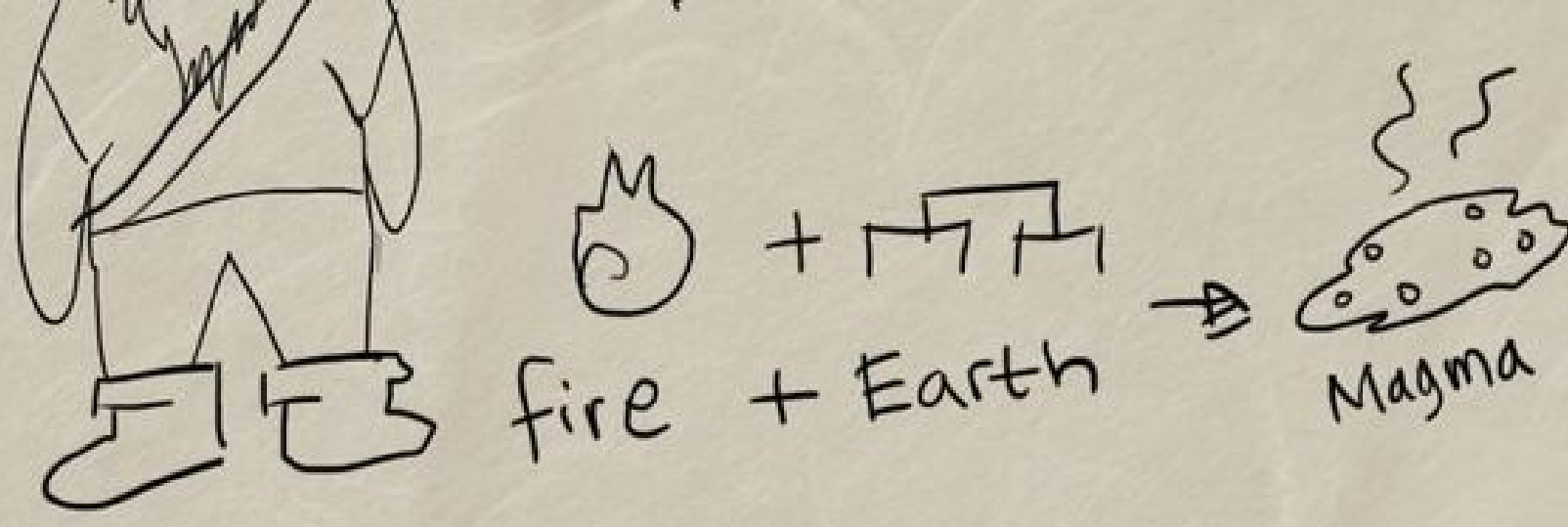
Earth

Water



Deviant forms :





DEVIANTS:

* Elemental Deviants are mages that have surpassed the level of manipulating the basic elements.

* Emitters: Have the ability to heal by using what magic theorists here call "light" magic. Like my mother.

- Diviners: It seems like the spectrum of abilities for this type of deviant is quite wide. Elder Rinia was capable of seeing both past and future while also projecting my voice to my parents from thousands of miles away...can't figure out what more she's capable of.

- Uncategorized Deviants: These are deviants capable of performing feats that can't be described using conventional elements.

BEAST WILL:

A host of abilities basically transplanted onto the receiver by a powerful mana beast. It allows the receiver to borrow the beast's abilities upon assimilation.

BEAST TAMER CLASSIFICATION:

Forged:

Beast's mana core is extracted after the beast is killed. Probability of gaining insight and advancement into the phases is more difficult.

Legacy:

Beast willingly imparts its mana core to the Tamer. Harder to integrate the beast's mana core, but if done successfully allows for greater insight into the beast's abilities.

Sylvie's punishment for stealing all of the meat.

Mom's still not completely used to Sylvie

aaawww~